INSIDE IMAGE

FEBRUARY 1994
ISSUE #12

ANNIVERSARY ISSUE OF INSIDE IMAGE

Keepin' Timmy on his toes...PITT

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PITT

AN INTERVIEW WITH DALE KEOWN

BY KELLY VAN LANDINGHAM

Okay, Dale...what's the low-down on PITT. The first issue came out in January of 1993 and PITT #2 came out in July of 1993. Why so long between issues?
Basically, I wasn't used to running my own book and there are a lot of "behind the scenes" production details I had never dealt with before.
Unrealistically, I solicited four books before I had finished the first one...and things just snowballed from there. The schedule is definitely under control now, and with the new Image policy of having two books finished before you solicit, things will work out fine from here on out.

So, do you plan to release PITT as a monthly book in 1994?
I'm hoping to release PITT every 60 days, starting with issue #5. This schedule will give me enough time to meet my deadline and not sacrifice quality.

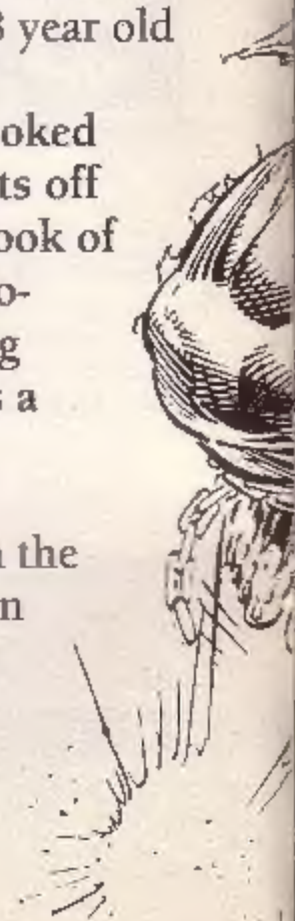
You're inking your own work again. Don't you feel that this will take more time than if you just pencilled?
Before, I thought that by using an external inker I could finish more books, but this was not the case. I am much more motivated when I can see each page through to the end as a daily project. The momentum doesn't lag this way.

Does speed have anything to do with your decision to switch letterers from Chance Wolf to Chris Eliopoulos?
Chance Wolf is an excellent letterer, but he is also an artist. I sensed that he was getting kind of bogged down trying to juggle both Shadowhawk and PITT so I told him I would find another letterer. We still keep in touch though.

Sounds good. Now, about the ambiguity surrounding PITT. Will you be revealing more of PITT's mysterious origin in upcoming issues?
We'll be feeding the readers bits and pieces of PITT's past a little at a time, in the form of flashbacks at first, and then maybe a whole issue dedicated to that topic. Gotta keep 'em hangin'.

May I ask why you decided to incorporate an 8 year old boy into the story?
I thought it just looked cool. It kind of sets off the dark horrific look of PITT with the innocence of this young child - Timmy. It's a nice contrast.

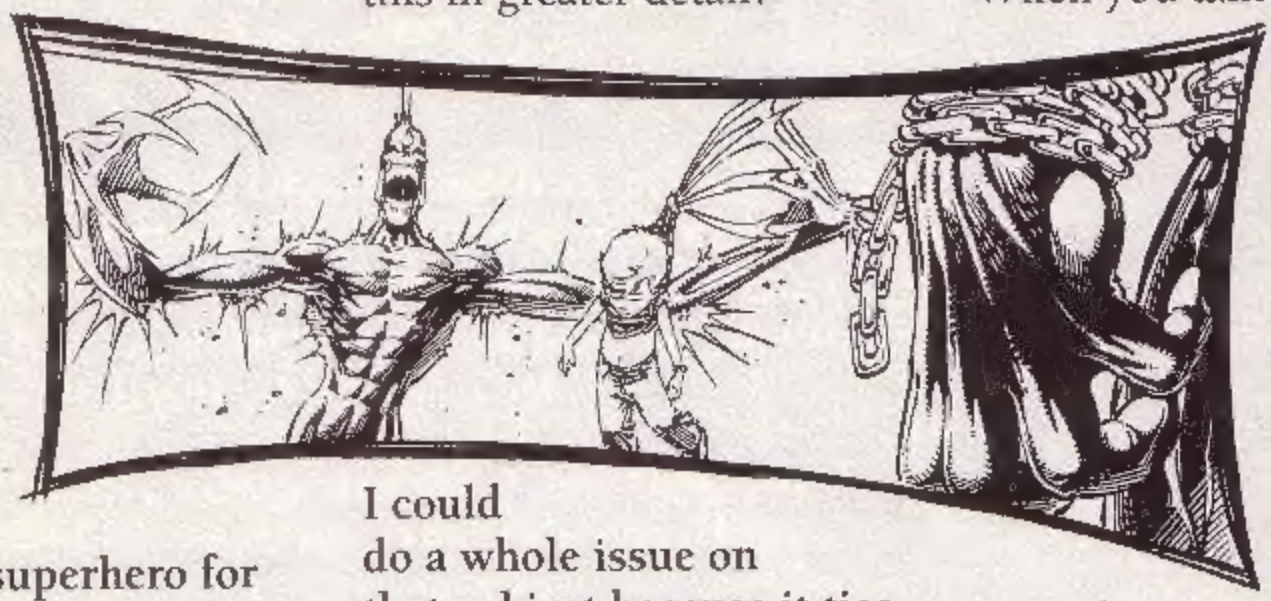
Would you explain the connection between PITT and Timmy?



I don't want to reveal too much at this time, but you could say they are like brothers.

How about super-powered characters? Will PITT be facing any?
Yes, in issue #4 we see Bobbie Harras as a superhero for the first time. She's called RAI-KEE, and she has superstrength, plus the ability to heal injured or near-death people with a single touch. Also, in #4 there will be a significant turning point for Timmy.

I'm still curious about some things, Dale. In the first issue you revealed that Timmy's parents are dead. Will you be explaining this in greater detail?



I could do a whole issue on that subject because it ties into PITT's origin as well. A lot of the readers' questions will be answered in the next year.

Will you be teaming up PITT with any other Image characters?
I'm looking forward to drawing all of the other Image characters. I've always loved taking other people's creations and putting my own twist on them. Hell! I just love to draw. I spend hour after hour at the drawing board. As you know, The Maxx #7 will feature PITT and MAXX dueling it out. This should be pretty cool.

When you talk to your fans, Dale, do you recommend comic books as a career?
Well, it seems that a lot of the kids out there want to be comic book artists and what I say to them is, you have to be dedicated to the craft and be prepared to spend a lot of time! It takes a a lot of drawing to become good enough for people to take notice, and it takes a lot of drawing to keep them noticing.

Any more clues on what's in store for PITT?
In what way?

Basically, what can we expect from upcoming storylines?
Big muscle-bound monsters beating the tar out of each other of course! What else is there?

What about meaningful moral lessons which could serve as a springboard to elevate the standards of life as we know it, and spread goodwill toward Mankind?
Yea right...

BRIAN HOTTON

HOT SHOTS

Birthdate: *January 21, 1958*

Hobbies: *Playing the guitar, ice hockey (the PITT CRUE has its own hockey team) fishing*

Famous Saying: *"That's Rock n' Roll"*

Favorite Music: *Soundtrack from the movie The Mission*

Favorite Food: *Italian*

T.V. Show: *Ren and Stimpy*

BY KELLY VAN LANDINGHAM

Okay, Brian, sitting here looking at your picture, I must know...how'd you get involved in the comics biz?
Back in 1985, Dale Keown and I were playing in a rock band together. Dale was always drawing every spare moment he had. I was usually writing music in my spare time. Since Dale could musically play any idea I had, I became curious to see if I could write stories geared toward the comic book field.

So, what was the "big break" for you?
My first big break wasn't so big. Dale was doing Dragonforce for Aircel Comics and he called me up one day and asked if I was still writing script for comic book related ideas. His faith in me back then inspired me to keep on with the writing.

How did all of that transition to you working with Dale and Image Comics?
Basically, Dale asked me to co-write PITT...it went from there.

Do you have any other credits in the comic industry yet?
Uh, I'm a credit to my race by just being here! No? Okay...I once saved a dog from a fire! Ummm, I wrote a Hulk script and sent it to Dale's editor when Dale was drawing the Incredible Hulk.

And?
It was returned to me saying, "This script will never do!" So, I knew then and there I was on the right track.

O-kay. Where are you from Brian?
I was born in Toronto, Canada.

Any influences you'd like to plug?
I love reading Neil Gaiman's work. I'm basically influenced by the Outerworld and the Innerworld.

What would you say is the best part about your job?
That would be working with Dale (who is a terrific story teller) and contributing to PITT.

Sounds like you're having a lot of fun. Where do you want all of this to take you?
Well, right now we're working on a spin-off from PITT with the RAI-KEE character. I'd like to write as much as I possibly can because it's just too much fun. And, I'd eventually like to write my own comic. I definitely plan to continue recording music, having a ball and enjoying my life!

In The Crawlspace

"Jereb's Cry From Inside PITT's Consciousness"

V1. In the Crawlspace, I am solitude
here lies the heart, hearing the soul.
Free up your mind to lessons learned,
but never used.
I am the wind...I am you.

V2. I'll cast an audience for evermore
so hear my words as they ring true for you.
Release the demon that has wrought you
such dismay...Forgive yourself.
Forgive yourselves.

SEER, why must I be inside?
SEER, is this my destiny?

In the Crawlspace

SEER, why must I be inside?
SEER, is this my destiny?
SEER, shed some light on us.
SEER, am I all alone?

In the Crawlspace
Crawlspace
Crawlspace
Crawlspace

Words and Music by Brian Hotton, Dale Keown. C.
Chomping Bit Music, Socan. May 27, 1993

PITT #3

THE KILLING GATE

$1.95
Color.
Dale Keown

The bounty hunters are dead. PITT has recovered from the bloodbath in PITT #2. But now an even greater threat looms on the horizon. Introducing Zoyvod, Creed leader and master of devastation. He's come to finish the job the bounty hunters fouled up in issue #2. If you want something done right...you have to do it yourself.

GEN 13 #1

$2.50
Color.
Lee/Choi/Campbell/
Garner/Chiodo

Burn-Out™, Fairchild™, Freefall™, and Grunge™! They're Image Comics' newest heroes for the Nineties. They're young, hip and carefree teenagers whose only concern is chasing down the next hot dance-club. All of that quickly changes when a mysterious government agency declares that these four young people pose a deadly threat to the national security of the United States! Now they must fight to try and just stay alive. Their only hope for the future is to find the answers hidden in their secret past!

SHADOWHAWK III #3

$1.95
Color.
Valentino/Wolf/Foster

What would make a man think that dressing in a suit of armor and committing acts of ultra-violence is a reasonable solution to the crime problem? Where did the armor come from? And what's going to happen when Shadowhawk joins the Regulators against Dedline? The answers will shock you!!!

NOTE: The art supplied for solicitations does not appear in the book.

UNION #4

$1.95
Color.
Lee/Heisler/Texeira/
Chiodo

UNION [illegible]
[illegible]
[illegible]
[illegible]
[illegible]
[illegible]
clash with the DIREC-
TORATE!
[illegible]
[illegible]
York

Union™

VANGUARD #5

$1.95
Color: Larsen/Carlson/ Medina/Sinclair

From the pages of Megaton and Erik comics comes... the Berserker! Angel Medina fresh from Warlock and the Infinity Watch! Watch! makes his comic image debut in this all out action epic! Vanguard vs. the Berzerker! Say no more!

BRIGADE #7

$1.95
Color
Ripley/Stephenson/
Mychaels/Rapmund

BATTLESTONE sacrifices body and soul to defeat WORLOK as the battle for Neuport concludes in unremitting fury — guest starring ROMAN and CORRAL! This book contains yet another installment of the debut story of Art Thibert's BLACK & WHITE

WILDC.A.T.S #8

$2.50
Color,
Lee/Choi/Williams/
Chiodo

The WildC.A.T.S™return
home to New York for
R&R
HALO
help
her unwind as well as
SPARTAN
heroes. In a freakish
story

SHADOWHAWK SOUNDTRACK

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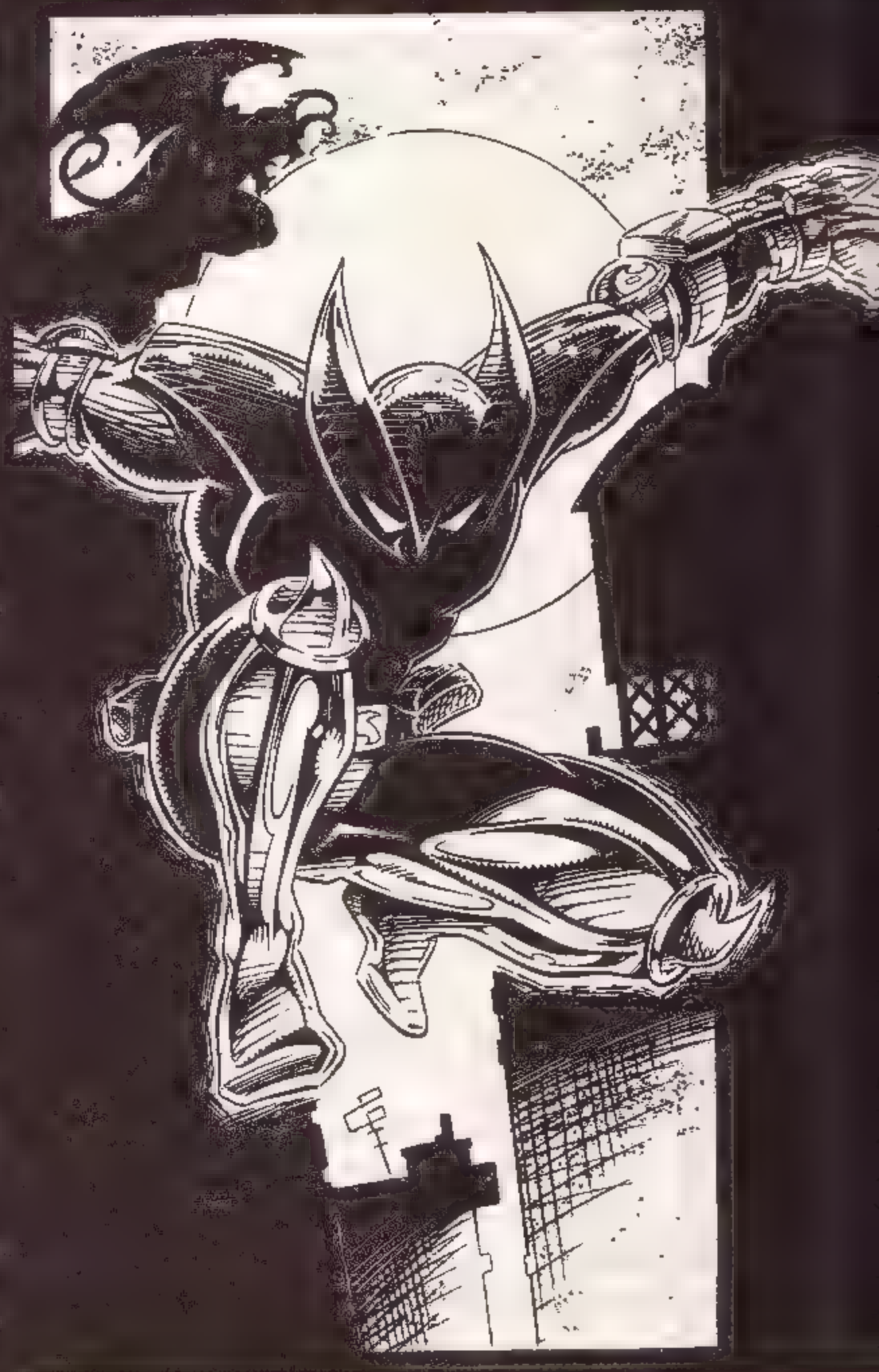
THE COMIC BOOK SOUNDTRACK!

In collaboration with IMAGE COMICS, ANIMATED ALLIGATOR has adapted all three issues of Shadowhawk II into audio form. With an exciting cast of characters, digital sound effects and a musical score that will knock your socks off, this comic book SOUNDTRACK will recreate every word of the Shadowhawk II series in high style. The audio soundtrack will be available on both cassette and compact disc. Each copy will feature colored art work from Shadowhawk II on the insert and an imprint from the Shadowhawk line on the face of the disc/cassette. Releasing in February 1994 this offer will follow the release of the Trade Paperback due out in December 1993.

The Compact Disc: Retail $18.00
The Cassette: Retail $10.00
Note: Neither the cassette or compact disc release will include the comic book(s) itself. This is an audio companion to the book(s) and CAN BE ENJOYED WITH SINGLE ISSUES OF SHADOWHAWK I!



ASK IMAGE

C/O Image Comics, P.O. Box 25468
Anaheim, California 92825

Dear Image,

We were curious if you were ever going to make a Spawn #0. We were also curious if you will have any special cromium/holographic covers; maybe on #25. Our last question is, was there ever a Spawn #1 gold or will there ever be any gold issues?

Dedicated Spawn Collectors,
Lawrence Pedrosa
and Kevin Fitzgerald
Paso Robles, California

Okay guys...I double-checked with Todd, just to be sure on this. There are no plans to do a Spawn #0, Todd will probably never use a special cover, such as chromium etc., and, there has never been a gold Spawn nor does he plan on doing one. Why? Mr. McFarlane just doesn't want to spend time on the wrappings of Spawn. He prefers to focus his creative energy on the guts of his book.

Dear Image,

As an art major in college, I was wondering what one should do in order to proceed towards a career as a comic book artist? Are there certain courses that I should take, or does an artist usually submit work to several companies with the hopes that one of the companies will respond and ask them to join their team or artist?

Also, is most of the color work in comic books done by airbrush or do you just use special inks and techniques to arrive at such brilliant colors?

Sincerely,
Joe Weber
Ellicott City, Maryland

Realizing that many of our readers are up-n-coming comic artists, I want to, once again, address this issue. There's no question, Joe, that some people have a special gift for the visual arts. Many adult artists were constantly drawing and doodling as kids. But, even really talented people can benefit from training. If you, personally, have a weak area in your drawing, we recommend you check out art classes at local schools. Classes dealing with human anatomy or basic art instruction are helpful. Anybody can submit their work to a publisher, but only the "stand-out" stuff will survive. Regarding color, today's technology enables comic book studios to color with computers and vivid intense colors is one thing Image is known for. Airbrush is one tool which can be used in the art done by hand. Hope this helps.

Dear Image,

I love everything about Inside Image - espeically the different art

styles. I only have one problem. Some of the books you have coming out are so far ahead of the current issue. Like Spawn. I bought #13 and I already have the storyline for 16, 17, & 18. So, by the time those books come out, I already know what's going to happen. So, if you can, do me a favor by not promoting books too far ahead. Give me more interviews about artists, writers, and character that are up-and-coming. And answer these questions:

1. Will Wetworks go after Spawn?
2. Will MAXX and PITT ever tango?
3. Will there be an all-out Image war anytime in the future?

Rene Covarrubias
Salinas, California

1. **Hmmm. That would be cool. At this point, we're not sure. Only the big Toddy & Whilce know.**
2. **Check out issues #7 & 8 of The Maxx!**
3. **There has been talk. But I tell ya...this would be an amazing project to pull off between all the studios.**

Everybody at Inside Image,

I recently wrote a letter complaining about the Image #0 and Extreme #0 coming out late. I mailed the letter on Friday. I got Image #0 Saturday morning while watching television. I ran and put it in my Showcase Sealer. Then I got Extreme #0 the following Tuesday, read it and put it in a safe place. I thank you for getting them out.

Okay, I admit I was pretty steamed. I had been praying that they would be waiting when I came in the door from school. Well, I came in the door from school today and found that my Maxximum Sound had come in and with it was a letter from Image. In it you were apologizing for the delay of the comics. I accept and am sorry for getting so mad. Could you please tell the artists at Image that when they say that they will be at a convention they had better be there. 'Cause if they aren't, I'll put them on my list and there's nothing worse than a 13-year-old kid with vengeance on his mind (trust me.) Thanks for your time.

Keep up with the great comics,
Chris (Psycho) McJunkin
Timmonsville, South Carolina

Thanks for your letter, Chris...uh, I mean, Psycho. We do apologize for the time you had to wait. Our lagging calendar is playing major catch-up right now! But, it looks good! On-time shipping has greatly increased. By the way, I *can* think of something worse than the vengeance of a 13-year old...the vengeance of a 13-year old multiplied times 100,000!

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INSIDE FEBRUARY

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THE MAXX #8 P. 12
BLOODSTRIKE #8 P. 13
SUPREME #10 P. 14
GLORY POSTER P. 15

FAN ARTWORK P. 16

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Doug Griffith
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Kenny Felix

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DOT YOUR i AND CROSS YOUR T'S...

image

November 26, 1993

Hello, Image fans! In the last issue of Inside Image we brought you Maxx vs. Pitt, and this month we turn up the volume with the return of Pitt in the third chapter of his four-issue miniseries. Pitt's creator, Dale Keown, is tanned, rested and ready to rock! He's even taking over the inking chores, so you know it'll be beautiful. Also, keep your eyes peeled for the latest book from Shadowline Ink. It's called The Pact, and it features the awesome talents of Jim Valentino and Walter McDaniels. Aaannnndd ... rising like a phoenix from the ashes of its original title, "GEN-X", comes Jim Lee's incredible GEN[13]! It's new, it's hot, and it's lawsuit-free!

Also this month, Image continues to conquer your senses with our latest audio release. Coming hot on the heels of Maxximum Sound is the Shadowhawk Soundtrack, which vividly recreates every exciting panel of Shadowhawk II: The Secret Revealed.

Well, I'm sad to say the summer convention season's over, but preparations are already underway for next year's awesome schedule. As soon as it's finalized, you'll be the first to know!

"til we meet again,

Tony Lobito

Tony Lobito

...A LETTER FROM OUR PUBLISHER

CONVENTIONAL IMAGES

If you've ever been to a comic book convention, you know how hard it is to
Now are a few shots of the Image crew on the road at conventions.
We can't wait for the '91 schedule to begin!

Dan Panosian from Extreme & Gabr el Sauro from Ronald's. ..two real-l fe superheroes! *Swoon!*

Joanne Mendoza and Sof a Dem.ngJez from Homage Studios cutting big

That s California for ya!

The Image family unites at Jim Va'entino's housewarm ng party after the San D'ego Com cCon

Ke. y Van Landingham & Teresa Cespedes from Image 'Nuff said

Shadowhawk and Zea ot dropped n to keep an eye on things n San Diego.
Hey! They make a nicecouple

"MATTER OF PACT"

INTERVIEW BY LEN SENECAL
WRITER FOR THE PACT

The name Bobby Sterling may not be a household fixture, but in his professional persona of Slam!, he's one of the world's best known celebrities. At 16 he conquered the world of professional wrestling, and by the age of 18 he had catapulted himself toward the top of the Fortune 500 for his business and marketing acumen. But recently this man whose every move is common knowledge to the media became strangely silent. Then word leaked out that Slam! was in trouble with the United States Government's special training force, and that he was associating with known criminals. As a result, requests for interviews have been pouring into his offices from throughout the world. But up until now Slam! has turned them all down, including industry heavyweights such as Newsweek, 20/20, Playboy and the National Tattler. Still, inquiring minds want to know, and to that end, Inside Image has managed to arrange what no other publication or news program could accomplish: an exclusive interview with Slam!, Blacklight, and the two other members of his group.

Reporter: Slam!, you were rumored to have been working for a special branch of the government up until very recently. Now the rumors are linking you to a conspiracy against your former employers. Please elaborate on these allegations and tell us exactly what's happening between you and the government at this point.

Slam!: Well I'm not exactly at liberty to go into a lot of detail about my role with the government. Let's just say that all four of us were involved in the same project at a government training facility known as The Center. At the present time we have left The Center due to philosophical differences. To that end we have formed a pact between ourselves to gather information against the people who, we believe, have done us wrong Basically we think that there are some bad things going on right now that need to be exposed. My attorneys have asked us not to say anything else at this time.

Reporter: Where is The Center located?

Slam!: I'm sorry, I really can't say.

Reporter: Okay...Blacklight, it's a known fact that you have been working for the government. Can you add anything to what Slam! has already told us about The Center?

Blacklight: Just the fact that we intend to make amends for a lot of crazy stuff that's been goin' on, stuff that had a very widespread effect. I also think it's important for everyone to know we're not the bad guys here.

Reporter: Then who, exactly, are the "bad" guys? Society?

Blacklight: I didn't say that.

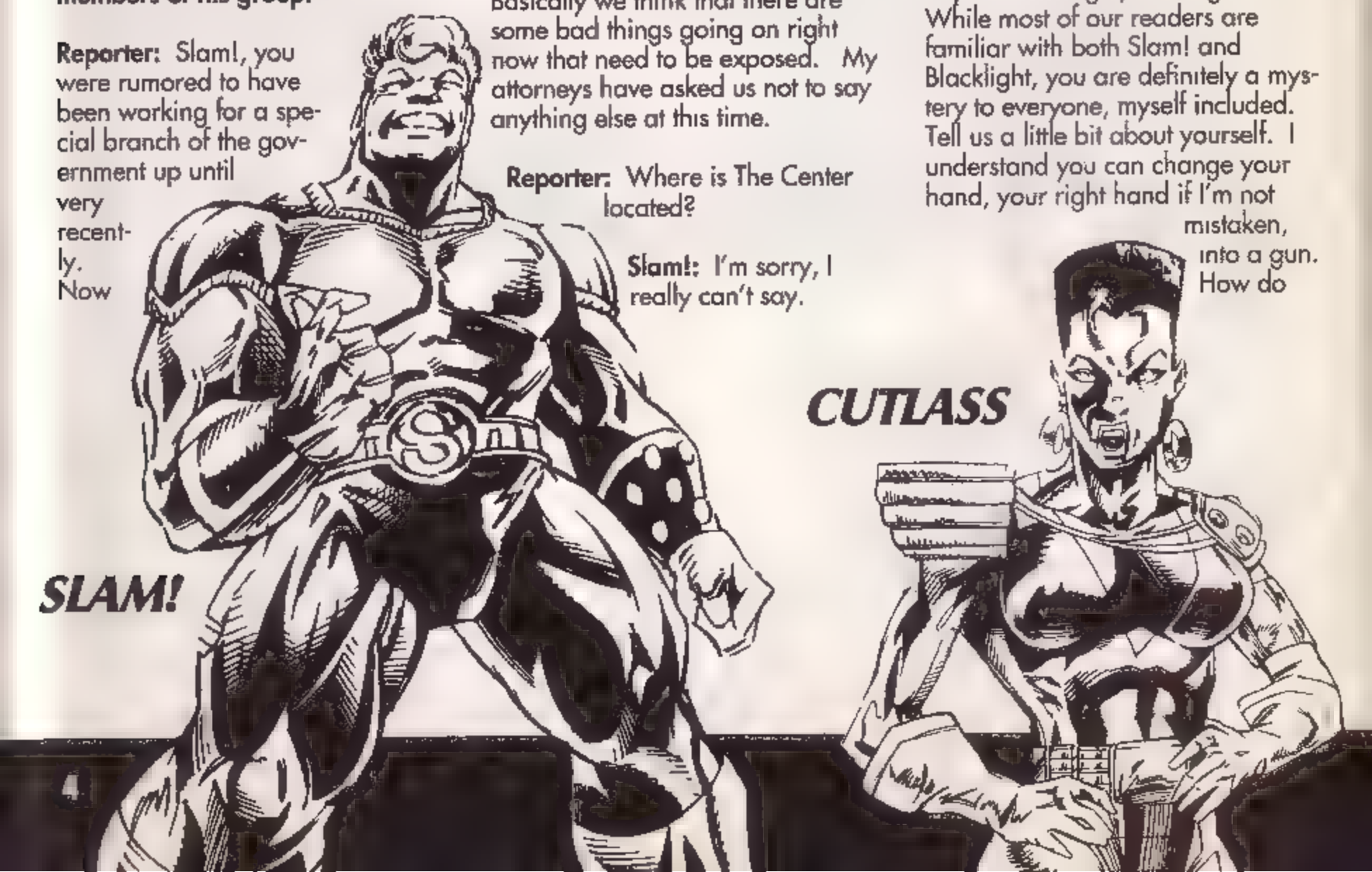
Reporter: No, of course you didn't. I'm sorry if I offended, Mr. Light.

Handgunn: What kinda reporter are you, bub? Ain't ya got no jugular instincts.

Reporter: Well, I seem to have gotten you all riled up. Mr. Handgunn, isn't it?

Handgunn: Just Handgunn.

Reporter: Alright, "Handgunn." While most of our readers are familiar with both Slam! and Blacklight, you are definitely a mystery to everyone, myself included. Tell us a little bit about yourself. I understand you can change your hand, your right hand if I'm not mistaken, into a gun. How do



you do it, and where do the bullets come from?

Handgunn: That's classified information, pencil neck.

Reporter: Yes, but it would certainly help to clarify a few things about you.

Handgunn: Clarify this pal! Maybe you'd like to see how far I can stick this barrel up yer . . .

Cutlass: Knock it off, cancer breath and let the man get on with his interview. And put out that blasted cigarette, will you?

Reporter: Thanks, Cutlass. It is Cutlass, isn't it? I wanted to ask you a few questions. Like Handgunn, we know very little about you.

Cutlass: There's not much to tell, really. I'm here mostly to keep Mr. Macho here in line.

Handgunn: Don't you worry about me, baby. I can handle myself just fine.

Cutlass: Yeah, just like the last time with the radio guy . . .

Reporter: Uh, getting back to you Cutlass. I can't help but notice that you seem to have a fondness for sharp, pointed objects.

Cutlass: Yeah. So whatuvit? I'm good with these things.

Reporter: Well, uh...my sources tell me that you are...uh, blind. If that's true, then how do you explain this attraction to knives and swords? Shouldn't you stay away from those kinds of things?

Handgunn: And shouldn' you think before ya yak? One more stupid comment like that an' you'll find out all my secrets up close an' personal like.

Cutlass: Chill, Handgunn. I can take it from here. I seem to have some kinda, I dunno, affinity for forged steel. I ain't sure why I jus' do.

Reporter: All right, thank you Cutlass. That was the best ans...What? Oh, excuse me. Yes, Blacklight?

Blacklight: I want to talk about justice, man. We walk away from The Center on account of them doin' us wrong, and it becomes front-page news. But when J.P. Slaughter gunned down my old partner Dayglo, he got away scott free. Now tell me there's justice in this day of bein' politically correct Tell me it's fair that we're gettin' the fifth degree while known criminals walk the streets. Tell me...

Slam!: Relax, Blacklight. One thing at a time. Let's get to the bottom of this thing with The Center, then we can look into the other stuff.

Reporter: So does this mean that you plan on staying together as a team over the long haul?

Slam!: That's hard to say. Right now we've got an important task to carry out, and that's all we're focusing on. Check back with us in February. Maybe then we'll be able to tell you more.

Reporter: February? Why February?

Slam!: That's when this is all gonna hit the fan. I guarantee you that by February, a lot of your questions will be answered...one way or the other..

...in The Pact mini-series...don't miss it!

WALTER McDANIELS

HOT SHOTS

Birthdate: *January 7, 1971*
Hobbies: *drawing, video games, more drawing, basketball*
Favorite Music: *Pearljam, Dr. Dre, Reaman, Madonna, ETC*
Favorite Food: *Orange Beef & Steak*
Famous Saying: *"Mercy is for the weak."*
T.V. Show: *Beavis & Butthead, COPS*

BY KELLY VAN LANDINGHAM

How did you first decide you wanted to do comics, Walter?
When I was 10 years old my brother and I used to draw. We would draw comic books and see who could make the best book. It was this competitive atmosphere and my mom's influence, that really pushed me to do my best. Now, when things seem rough, I find that these experiences can push me through.

And your first "big break?"
I'm assuming you mean in the comic field. I've been working professionally since I was 16 years old. For two years I worked at an advertising company called Prometheus Productions. Although I found advertising monetarily rewarding, artistically it was tough to show off my work. I decided to start drawing comic books. My art work is a part of me and I take pride in it. I'm a creator and I like taking characters and adding my own influence to them. Well, not to get too far off the subject, made samples and took them to the big New York Con '90. had done all the "right" things. had taken a comic drawing class put together a portfolio and went off to show my work. Michael Davis, who was my coach, had me show my samples to DC Comics. THEY HATED THEM. They said at the time it was good but claustrophobic. I couldn't even get Marvel to look at my art. Finally, my best friend, John Giffio, dared me to show my art to Neal Adams of Continuity Comics. With nothing to lose, I said "Why not?" showed him three pieces of artwork. He looked at them and said "It's different." I thought he was being insulting and sarcastically replied, "No, it's unique." He smiled, gave me his card and said he had something for me to work on right away. It has been uphill since.

So, after working with Continuity, how did you hook up with IMAGE?
Image, now that's another interesting story. After Continuity I joined up with Marvel (yes, they finally looked at my art) and was drawing Deathlok. I would go on convention tours and draw sketches of any character could. One day Frank Lopez, a colorist for Shadowhawk, asked me to do a sketch for him. He wanted to practice his inking. I knew he was coloring for Shadowhawk, so I drew him a couple pin-ups of Shadowhawk. Well, good ol' Frank took copies of my pencils and sent them to Jim Valentino. Jim liked what he saw and asked me to do a trading card. After the card, he asked me to draw a poster of a new group called The Pact. I guess he liked what he saw again because he asked if I wanted a job drawing three issues of The Pact. Of course I was thrilled and honored.. and here I am working with Image.

What are some of your other credits, Walter?
I taught anatomy and a life drawing class at a school called "The Children's Art Carnival." I worked for Continuity Comics, then did Deathlok #16-23 with the covers through #25. I've also worked on Marvel's Punisher Back to School Special, X-Men Back Up, Marvel Presents and an array of advertising work.

Who would you say are your major influences?
Surprisingly enough, I have very few comic book influences. The ones I do respect would have to be Neal Adams, Jim Valentino, Jim Lee, Jordan Raskin, and John Byrne. I mainly admire the work of people like Norman Rockwell, Drew Struzan, Bob Peak, Boris Vallejo, Gil Ashby, and Frank Frazetta. My favorite, however, is Hiromi Sorayama.

Okay...I'm looking ahead to 1999. Prince will be partying, what will you be doing?
I'd like to be happily married to my lovely fiancee, Sarah (she'll probably kill me when she reads this). Also, I hope that if the fans like what I have done in The Pact that I can develop this for the long term. One day I hope my studio will be doing a lot of work within the comic book industry.

We'll look for you in The Pact, Walter. Anywhere else we can see your work?
I'll be working on Annex, a four book miniseries for Marvel. And, I'm hoping that Jim will give me a Shadowhawk project. I like the characters and would love to take a crack at it.

SHADOW
HAWK

THE PACT #1

$1.95
Color.
Valentino/Senecal/
McDaniel/Banning/
Wolf/Lopez

The Center has sent three of its most powerful and deadly agents-Nightstick, Blast and Sibyl to bring them back! But, Slam!, Blacklight, Cutlass and Firearm have other plans! Stunning art by newcomer Walter McDaniel! And a story filled with action, intrigue and well-defined and motivated characters!

The Pact will help redefine super-groups in the Image Universe

FREAK FORCE #3

FREAK FORCE™

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Larsen/Giffen/Bridges

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What do you do after you've killed SPAWN and contracted the HIV virus? You're reassigned to the legion of undead. Join BLOODSTRIKE as Image's most explosive character, CHAPEL, joins their ranks. Watch his descent into darkness as he becomes a man on the verge of madness! Needless to say, CHAPEL'S re-assignment doesn't bide well with the rest of the team, especially CABBOT. BOLD NEW DIRECTION FOR TITLE — GOOD OPPORTUNITY FOR NEW READERS TO JUMP ON! This book contains yet another installment of the debut story of Art Thibert's BLACK & WHITE

SUPREME #10

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Ripley/Stephenson/
Murray/Ivy

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GLORY POSTER

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Color.
Liefeld/Miki/Taganashi

Image's most beautiful heroine, gorgeously depicted in this spectacular scene with unbelievable art by Rob Liefeld and Danny Miki — painted by Kiko Taganashi. 24" X 36" — Rolled, tubed & glossy.

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